

GABE SVENTEK

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SKILLS

- Graphic design focused on visual impact and information transmission.
- UI/UX design in an intuitive, stylish and accessible manner.
- Coding in HTML and scripting in javascript.
- 3D Modeling in Maya, 3DS Max, Zbrush and Mudbox.
- Animation using Flash, Director, After Effects and traditional cell animation.
- Video Editing in Final Cut Pro, Premier and After Effects.
- Illustration, both digital and traditional in many styles.

EMPLOYMENT HISTORY

Total Immersion, Miracle Mile, CA 2009 to Present

UI/HUD Artist

- Created UI designs and interfaces for mobile applications, kiosks and game front ends.

Greyscale Software, Los Angeles, CA 2008 to 2013

Lead Artist

- Created and implemented all art duties at Greyscale Software including logo creation, interface design, document prep., sprite design and animation.

LeadClick Media, San Francisco, CA 2004 to 2006

Art Director

- Led and managed a department of 3 artists.
- Ceated web-portals, landing pages, email marketing, print campaigns and tradeshow booths.

2Ply Graphics, Simi Valley, CA 1995 to Present

Owner & Graphic Artist/UI Designer

- Designed websites, posters, flyers, landing pages, email campaigns, packaging, logos, branding packages, advertisments, print campaigns etc.

Ximon, San Francisco, CA 2003 to 2004

Lead Artist

- Designed websites, posters, flyers, landing pages, email campaigns, packaging, logos, branding packages, advertisments, print campaigns etc.

EDUCATION

Academy of Art, San Francisco, CA 2005
BFA in 3D Modeling, Animation, Drawing, and Sculpture

University of California, Santa Cruz, CA 1995-1998
Art, Typography, Stage Craft, and Music Production